



ASTARIAN MONK

“One must be ever watchful of the darkness. For no matter how bright the flame, there will always be a shadow from which they can strike.” ~ excerpt from the writings of Emperor Xia Tsu Xing assassinated 176 GA

Masters of deception and the stealthy arts, astarian monks have become one with the shadows. These highly skilled assassins and spies train in secret monasteries hidden throughout the continent and have a presence in every kingdom and empire. While they are typically employed by the wealthy, they have been known to ally themselves with those whose cause they find worthy.

Masters of Disguise. Through intense study and training, the monks have perfected the art of subterfuge and deception.

Shadow Warriors. The monks can fight in pure darkness, stepping from the shadows to deal stunning blows with deadly precision.

Stunning Fists. A blade in the dark is the usual weapon of choice for assassins, but astarian monks have trained their unarmed strikes to stun their targets.

ART CREDIT: SHUTTERSTOCK

ASTARIAN MONK

Medium humanoid (any race), any lawful alignment

Armor Class 15
Hit Points 38 (7d8 + 7)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +5
Skills Acrobatics +5, Stealth +5
Senses blindsight 15 ft., passive Perception 12
Languages Common, plus one additional language
Challenge 2 (450 XP) Proficiency Bonus: +2

Innate Spellcasting. The monk's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *darkvision*, *true strike*, *minor illusion*
1/day each: *darkness*, *disguise self*, *silence*

Shadow Armor. While the monk isn't wearing armor, its armor class includes its Wisdom modifier

Shadow Step. When the monk is in dim light or darkness, as a bonus action it can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. The monk gains advantage on the next attack it makes before the end of its turn.

ACTIONS

Multiattack. The monk makes two stunning fist attacks.

Stunning Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the start of their next turn.